

C16/PLUS 4

Handbook



ISSUE 8

PRICE £1

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H Hart offers help on Footballer of the Year, Bridgehead, and Jet Set Willy II. Plus the maps on all four levels of Jet Set Willy II.
D Middleton produces a Poke for Fingers Malone.

For Adventurers:

J Barnsley offers guidance on Time Machine. Plus a map.
A Taylor produces solutions to Suspended and Zork I.

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Editorial

Welcome to issue 8 of a new style C16/Plus 4 handbook. Sorry for the delay but we hope that the new style goes some way towards making up for it.

We have been able to review a few more games this issue, thanks to a small rise in game releases over Christmas and the New Year. Once again it tends to be the same Software Houses putting out the titles, but this matters little as far as the games are good. We are happy to say that most of the games we have looked at for this issue come up to a very

reasonable standard. One annoying element is the lack of Adventure/Strategy releases. It is a very long time since we saw an actual Adventure game, at least one that was widely available anyway. OK we accept that the memory limitations of the C16 does not help, but these days adventures tend to be in parts anyway, so we're sure people wouldn't mind playing 2 or 3 part adventures. Anything will do. Unfortunately there doesn't even appear to be a hint of any possible release, let's face it if you enjoy adventuring the C16/Plus 4 machines are a total waste of time once you've played the old games

that are still available. Lets keep our fingers crossed for the future.

Christmas 1986 seemed to sound the end of cheap C16 and Plus 4 machines. The big retail chains were selling off stocks of Spectrums and Electrons with the C16 and Plus 4 featuring very little, in advertising anyway. There are still quite a few thousand around off course and the support from Software Houses shows no signs of dying just yet. In a typical month there are just as many C16 releases as say the apparently more popular BBC, and Atari machines. So don't write it off just yet.

See you next ish!

BANG FIZZLES OUT

The new weekly magazine aimed at the youth of computing has passed away after only 9 weeks. Bang was published by Specialist Retail Press and the closure has left 5 people without a job. The reason given, was that Bang was not given enough financial support to sustain it through its early life. S.R.P. were not willing to subsidise the

magazine although sales had been improving from a very low starting circulation point. Bang employees are quick to point out that the idea was right and someone in the future will pick up on it and have enough finance to make it profitable. We ourselves purchased the first two copies of the magazine and it appeared to us that they just did not have enough news and info to put in a weekly publication. Had they gone for a monthly well who knows!

CASCADE REPORT A.C.E. SALES

Only two months after its U.S. release through Spinnaker, Cascade claim to have sold 70,000 copies of the game, in the main due to a

price of \$19.95. Spitfire 40, Strike force harrier and Acro jet are its other air combat rivals. As a result four U.S. firms are now fighting it out for the licence to Cascades next release SKYRUNNER. Cascade have certainly come a long way from Cassette 50!

It is not possible to check the originality and authenticity of all the items enclosed within this handbook. If you do have any queries or problems, please write and we will endeavour to answer any requests that are made.

SPECTRUM GAIN CHRISTMAS TOP SPOT

In the lead up to Christmas the Spectrum dominated the sales, and from December 13 - 27th it was the best selling format claiming 46% of all machines sold. Its nearest and oldest rival the C64 achieved only a 24% share. Amstrad achieved 12%, BBC/Electron 7.5%, C16/Plus 4.5%, Atari 3.5% and MSX 1.5% with a massive 0.5% between the rest.

MASTERTRONIC THREATEN LEGAL ACTION

The Mastertronic against Gallup arguments continue, with things apparently taking a turn for the worse. Mastertronic are now threatening legal action.

FUTURE HANDBOOK PLANS....

As you can see from the new format, we are taking steps to improve the quality of our handbooks. However the quality that can economically be provided is limited by the

The straw that finally broke the camels back were Gallup statistics that claim only a 10% market share for Mastertronic who themselves claim between a 25 - 30% share, three times greater and a far more impressive figure. Gallup do admit to problems with their charts that do not reflect certain shops within

which Mastertronic sales are high, but claim that Mastertronic are putting unfair pressure on them. In instance they are still in negotiation with Boots as their figures being included which will reflect favourably on Mastertronic. The arguments continue and we keep you in touch.

size of our readership and contributions. In order to tackle this problem we are changing our marketing away from pure mail-order to availability in the shops. This requires us to publish all our handbooks together, in order to produce a marketing package for the retailer. As a result we have seen delays in

this issue and it will also result in a delay in the next, so that we can put together the publication date of all our 6 handbooks. This has also required us to consolidate any discrepancies that exist within the issue dates. As a result you will see in this issue that Parts 1 and 2 of Life at 1338 have been included together

MASTERTRONIC BRANCH OUT

Mastertronic are now looking to the future. After its takeover of Buldog

distribution it now plans to re-launch Buldogs Rococheat label which re-releases former chart titles at £1.99 and £2.99. They also plan to launch a budget business label which will be called Micro

Office or Compact Office in January. Finally they are to distribute a range of children's videos to retail at £5.99. Certainly a case of from small acorns..... for Mastertronic.

Stop/Start Lister

D Farrar of Leeds has sent in a useful routine that can be used to list programs:
10 REM STOP/START
LISTER BY DAVID FARRAR
20 REM RUN THIS
PROGRAM
30 REM LOAD PROGRAM

For Sale

A Gale of 52, Cromwell Rd., Polygon, Soton, SO2 2JF. (Tel: (0703) 334635) has the following for sale:

TO BE LISTED
40 REM WHILE LISTING
PRESS SHIFT LOCK
50 REM TO STOP/START
LISTING
60 FOR I = 0 TO 11: READ M:
POKE 1536-I, M: NEXT
70 POKE 774:0: POKE 775,6
80 DATA 72,173,67,5,201,1
90 DATA 240,249,104,76,110
139

C16, Joystick Interface, Script/Plus cartridge, lots of books, Data-sette, and 41 games, worth £200 will sell for £100 O.N.O.
1551 Disk Drive for C16/Plus 4, worth £150 will sell for £80

Help Wanted

G Baker of 211 Wragby Rd., Lincoln, LN2 4PY, would like to obtain A Machine Language For Beginners aid for his Plus 4. Can anyone offer advice.

Arcade Help Wanted

N Courts of 24, Whites Place, Montrose, Angus, DD10 8PN, needs help on Catacombs, anyone offer help?

O.N.O.
MPS 803 Printer, worth £140 will sell for £70 O.N.O.

GAME REVIEW SECTION

The Scoring System:

Between 90-100% H&D Rave
Between 80-89% Excellent
Between 70-79% Very Good
Between 60-69% Good
Between 50-59% Average
Between 40-49% Poor
Between 30-39% Rubbish
Between 00-29% Garbage

Title : BOUNDER/PLANET SEARCH

Publisher : Gremlin
Address : Alpha House,
10, Carver St., Sheffield,
S1 4FS.
R.R.P. 6.95
Game Type :
Arcade

Well here we have a two game compilation from Gremlin. Bouncer the first appeared on the other computer formats on its own and was very well received, so it all points to an interesting two game compilation.

We'll firstly take a look at Bouncer which is after all the main game. In it you are in control of a tennis ball that you have to move around the playing screen bouncing on Hexagonal slabs. If

you miss a slab, that's the end of you. You must also look out for mountains which you must go around. The slabs can have arrows or question marks on them. Arrows allow you to jump higher and question mark slabs give a bonus, sometimes good sometimes bad. There are varying levels and after each there is a bonus level which allows you to pick up bonus points.

Bouncer is one of the most original games yet seen on the C16/Plus 4. You get a birds eye view of the playing screen as your tennis ball bounces up and down along the course. The game is far from easy, but you soon learn from your mistakes. Gremlin

claim that this is "the most compulsive game you'll ever play", we can't argue with that.

The second game Planet Search is by no way as innovative as Bouncer but still programmed to the same standard. Your aim is to guide your craft through eight hostile planetary systems to reach your home planet. With the aid of a scanner you must blast the aliens and then collect the eggs they leave before they also turn into aliens. If you succeed in clearing enough aliens you will move onto the next level, but first you must negotiate the space warp tunnel, and avoid its deadly walls.

Planet Search is basically a Defender clone where you have to fly left and right along various planet terrain. Your scanner gives you a long range view of the aliens, so that you can prepare. The game is very easy to get into and is quite simply a shoot 'em up which means it will have limited appeal but should keep you happy for say 15 minutes at a time.

Bouncer in itself would be well worth the asking price, but all credit to Gremlin for adding a further game to give even better value for

money. Gremlin have produced some good stuff for C16/Plus 4 owners, this is one of the best.

Controls: Bouncer - Joystick or keyboard. Z=left, X=right, =up, =down.

Planet Search - Joystick or keyboard. Z=left, X=right, =up, =down.

Title: BRIDGEHEAD
Publisher: ANCO
Address: 4, Westgate
House, Spital St.,
Dartford, Kent.
R.R.P. 5.95
Game Type: Arcade

Bridgehead is billed by ANCO as the follow up to their popular Legionnaire. You are a member of the crack marine unit and you must access the enemy occupied territory. You have at your disposal eight men. You have to first secure the bridge and then make your way to enemy headquarters. At your disposal you have a knife and a limited number of grenades which are used to blow up mines or enemy sentries. You can replenish your grenades from ammunition stores, but be warned they are well defended. The game contains 5 levels each of which contain eight screens, and all must be cleared to achieve your final objective.

The first impression that you get of Bridgehead is that the graphics are excellent, unfortunately this has meant that the movement on screen is a little slow, and when there are many items on

Bouncer/Planet Search The Scores

Graphics 88%
Playability 91%
Addictiveness 94%
Lastability 96%
Value For Money 98%
H & D Rating 96%

screen is. hills and enemy soldiers the action does slow down to a virtual crawl. As opposed to Legionnaire this game is played in 2d. Which means your view is from the side and you move your men left and right, up and down.

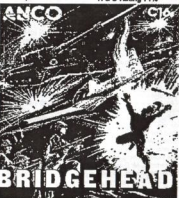
This type of game is very popular on other formats but this is the first real attempt to produce it on the C16/Plus 4. The speed does indeed let

the game down but at least it opens the game out for a wider audience and is not just for the quick on the trigger players.

ANCO's last offering Legionnaire was in our opinion superior to this, but this is the first real attempt to produce a quality 2d combat arcade game to our machine and all credit to ANCO. A very reasonable effort not let down by a high price. Controls: Joystick only. Plus Pause option.

Bridgehead The Scores

Graphics 84%
Playability 78%
Addictiveness 67%
Lastability 72%
Value For Money 68%
H & D Rating 71%



Introduction to the New Team

Those of our readers who are very alert may detect some slight change to our presentation this issue. In a moment of madness Mr. H burst into the office some weeks ago and announced that he was about to uprate the office equipment. The staff cowered in terror as he told them that out were to go the high stools and quill pens and in were to come chairs and a new thing called Biros. It was with some trepidation that the staff awaited these developments and secret plans were made to sabotage the new machinery which this lead to layoffs.

The only happy member of staff was Gobbie (our pet turkey) whose feathers had performed such sterling service in the past. Mr. H says that he has other plans for Gobbie.

After many smoke filled sessions with various tradesmen Mr. H was sufficiently confused to pass the decision to young Mr. D who had first suggested the Biros idea. When a few weeks later a number of strange looking boxes arrived at the premises, Mr D assured Mr. H that these were indeed Biros but that they required electricity in order to meet their full potential. Out went

the familiar gas lamps and the full beauty of No. 1338 was finally revealed. Yet more boxes arrived and Horror of Horrors an Invoice. Mr. H collapsed and has been confined to bed with the Vapours ever since.

Mr. D took control and began a massive recruitment drive, with a postcard in the newsagents window. After a few rather dubious applicants, the wording on the postcard was hastily changed. Meanwhile the existing staff began to train on the new machines. This required them to discard their mittens and reluctantly Mr. D agreed to install heating in the offices. Mr. H suffered a relapse.

A strange creature called Joe arrived. His face was just about discernable through a mass of jet black hair. He broke the news to an incredulous staff that the new machinery was not a Biros! They were obviously relieved at the lifting of this High tech threat to their jobs.

Further recruitment followed with the arrival of a fresh faced young lad called Carl, although dark rumours began to circulate among the more worldly wise when he began to arrive for work carrying a hand-bag. Mr. D

took him to one side for a quiet word. The lad insists that it is a sports bag but the staff are still dubious.

Finally Mr. D announced that he was to break with tradition and take on a female member of staff. Her name is Liz, a pleasant enough girl but the Staff faced with yet a further major change to the existing working practices call a strike. Mr. D, in a master stroke threatens to introduce Biros and the strike quickly collapses.

Faced with all these changes the workforce has struggled to put the Handbook together, even on one historic day requiring overtime to be paid to the staff (a fact which has still not been broken to Mr. H). The management hope, therefore that, you the reader, will be understanding and accept this humble apology for a Handbook.

Yours grovellingly
The Editor
P.S. Cards and especially donations for Mr. H should be sent to The Bide-A-While Resthome for Distressed Gentilefolk, Monte Carlo, Monaco.

Turn to page 36 for the next instalment of the 1338 Saga.



Title: FUTURE SHOCK
Publisher: Tynesoft
Address: Unit 3, Addison Ind. Est., Blaydon, Tyne & Wear, NE21 4TE.
R.R.P.: 7.95
Game Type: Arcade Strategy

The Supreme Being, being a busy man decided to sub-contract the job of human evolution to Gal-Corps of the Planet Maltiron II. The contractors worked long and hard to meet their 7 day deadline and by the sixth day the end was in sight, so they took a well earned rest at the Drog and Palette Ale House. To help the mood they knocked back a few pints of Thargberg Special Brew. On

Future Shock is a nice mix of arcade action and a puzzle. Glob is exactly what you'd expect, very glob like and he bounces along the screens floating up or down and has to avoid various objects on the screen that will deplete his energy. At any time during the play you can switch to the puzzle screen, and play around with the squares to try to put them in the right order. If you have ever played with one of those sliding block games then you will know also that this element of the game is far from simple. The game is nicely packaged and although there is not a great deal of on screen action, the game is quite enjoyable to play. People who like to roam around blasting things will not be too impressed by this style of game that is fairly laid back. As a result there has to be a question mark over its lastability.

Tynesoft have not been one of our favourite houses but this game shows promise for the future although they may have done better to have charged a little less, say £5.95, especially when you consider the current popularity of the £1.99 games. Controls: Keyboard only. Z=left, X=right.

Future Shock - The Scores
Graphics 77%
Playability 78%
Addictiveness 90%
Lastability 61%
Value For Money 60%
H & D Rating 61%

Title: Jet Set Willy II
Publisher: Tynesoft
Address: Unit 3, Addison Ind. Estate, Blaydon, Tyne and Wear, NE21 4TE.
R.R.P.: 7.95
Game Type: Arcade

The latest and probably the last in the Miner Willy saga. First we had Manic Miner, then Jet Set Willy and now Jet Set Willy II. Whilst recovering in hospital from a severe fall down the stairs he called in the builders. Now a more alert person may have been a little puzzled by green skinned builders but Willy needed the work done so he asked them to remove the offending edge of the stairs. Trouble was that they got carried away and ended up adding several more rooms to his mansion. Nagging Maria wants Willy to clear up the mess and he hasn't even found all the rooms yet. It is up to you to explore the 80 room complex.

When this sequel was released for other formats there was uproar as it was so alike the original with so many rooms being repeated. Having played

both these on the C16 the same criticism cannot be made. OK most of the rooms are the same and in fact there are only a few extra ones, but fortunately Tynesoft seem to have been able to get rid of the flicker that spoiled the original. Animation is far better and although we would not necessarily recommend this to people who already own Jet Set Willy it is certainly a worthwhile buy if you have not got it.

The game is played on a number of linked screens

and each contain flashing objects that must be obtained to ensure you move on a level. The objects are not always that easy to get to and a good deal of patience is needed to progress in the game. The game is ideal for players of all ages and a quick reflex is far from necessary, as the skill is in planning out how you are to collect the objects.

This in itself would have been the ideal sequel to Manic Miner and it is a shame that Jet Set Willy I had to appear. This is far superior on most points and if you don't

have any of the Willy games then we would advise you to take your choice of either this or Manic Miner, or better still get both as they compliment each other perfectly. The middle release is probably best forgotten. Controls: Joystick or keyboard. X=right, Z=left, Return=jump.

Jet Set Willy II - The Scores
 Graphics 83%
 Playability 81%
 Addictiveness 78%
 Lastability 81%
 Value For Money 76%
 H & D Rating 79%



Title: LIBERATOR/SPACE FIENDS
Publisher: Magnificent 7
R.R.P.: 6.95
Game Type: Arcade

Magnificent 7 were a software house who first appeared in 1986. Their first releases were fairly unimpressive, and it has been so long since, that one could be forgiven for thinking that they had gone under. Well here they bounce back with a two game arcade compilation.

Liberator is the first and we believe the best of the two. The Anconian fleet draws close and the only thing between them and the annihilation of all mankind is you. Your Liberator spacecraft is fuelled and ready, are you up to the challenge. You must use your ion cannon to destroy gun emplacements and enemy craft. You will need extra fuel and this is available from the surface of the mother ships. Your aim is to reach the reactor and blast through the force fields and a wall to start core meltdown and the destruction of the enemy.

In Liberator you get a birds eye view of the action and the background

graphics are fairly impressive, although the actual animation of the spacecraft is a little flickery. The screen scrolls left to right and the enemy come at you in waves and are very hard to dodge. You also have to try and blast the enemy guns and achieving this and watching out for the alien ships is far from easy. An original concept on the C16/Plus 4 although the style has been flogged to death on other formats.

Space Fiends is less original but equally as difficult to play. It is your job to protect the Geologists who are collecting rock samples.

As they collect the aliens are swooping down to try to abduct them. It is up to you to blast away and destroy the aliens.

This is your typical Space Invader style game. The aliens swoop around in the air and if you can hit them when they are flying you will gain 40 points, destroy them for 1000 points. When the aliens make it to the ground they become Crawlers and destroying one of these will only give 30 points. Should the aliens grab a scientist then you will gain 150 points if you can kill the alien to rescue him. You move across the bottom

of the screen with the ability to move left and right and fire up or once they are on the ground you can fire sideways. Lives are limited but you will gain extra lives every 5000 points. The going gets tougher and tougher as the aliens get nastier and nastier. Not original but a reasonably animated game and one of the best Invader type games yet seen on the C16/Plus 4.



The two games are ideal for shoot 'em up fans and the action is fast and furious. Liberator is the better of the two, but together they are just about worth the £6.95 asking price. This is Magnificent 7's best to date, but if they are to remain in

software production they will have to come up with more original stuff. These two games would fall badly if released on another computer format, as it is due to the low support for the C16 they can just about get away with it. Controls: Joystick only.

Liberator/Space Fiends - The Scores
 Graphics 77%
 Playability 68%
 Addictiveness 61%
 Lastability 63%
 Value For Money 65%
 H & D Rating 66%

Title : SCOOBY-DOO
Publisher : Elite
Address : Elite Systems Ltd., Anchor house, Anchor road, Aldridge, Walsall, WS9 8PW.
R.R.P. : £7.95
Game type : Arcade

Well this has the makings of a typical Scooby-doo escapade, straight from the television and onto your computer, nothing strange in that. In my spare time I help look after some 300 or more children and Scooby-doo provides them with a half hour entertainment and myself a well earned cuppa whilst sitting at the back, of course!! So having acquired first hand knowledge of our pet hero I can boast to being quite an expert.

Shaggy, Velma, Daphne and Fred have been grabbed, for experiments, by would be scientists and its Scoobys job to rescue them, some kind hearted person has left a trail of Scooby snacks that, if followed, will lead him right to his pals.

Six Scooby heads in the bottom left hand corner of the screen tell you how many lives you have, but as will become apparent they may

not be enough.

The animation of Scooby is very much that of the character he portrays on the television and the constant paw tapping that will see the end of the ghoules and ghosties is excellent. The screens are platform based with a snakes and ladders type of approach, although to be honest the snakes are disguised as holes in the floor. Friendly looking ghosts, ladders and doors litter the

screen, but be warned, weird looking ghoules come from behind these same doors and one of Scoobys lives has gone. If this happens though Scooby rolls about kicking his legs in the air before reviving to begin the search from where he was counted out.

The action is thick and fast, quick reactions on the joystick are required to enable you to progress at a far greater speed than I found the game quite good

fun though the screen display was cramped thus not giving you much chance when one of the doors opened to get Scooby in a fighting position.

Scooby Doo - The Scores

Graphics 72%
 Playability 66%
 Addictiveness 68%
 Lastability 70%
 Value For Money 69%
 H & D Rating 69%



Title: PIN POINT
Publisher: ANCO
Address: 4 Westgate House, Spital St., Dartford, Kent.
R.R.P.: 5.95
Game Type: Arcade

For fans of the video arcade classic, marble madness, here we have the first attempt at this style of game on the C16/Plus 4. In it you have to guide the spinning top down a course to its destination, a white flag. You must not allow the top to fall off the edges of the track as it gains momentum when going down the tricky slopes.

This is a game that was eagerly awaited and indeed when you have a batch of games to review you try to save what should be the best to last. This was put at the bottom of the pile. The screen shots that accompany the game certainly whet the appetite. There are 10 levels of play all getting increasingly more difficult. The screens are not over complicated but the skill in play is in negotiating the twists and turns in the tracks.

Everything looks great before you play but unfortunately the game is badly let down by the control of the top. You would expect

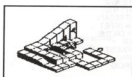
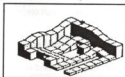
that the spinning top would be very hard to control, but this top proves virtually impossible to control and you may soon find yourself just giving up. It is one thing to present a game that is great to look at, but you would expect it

to be playable. It would be hard to believe that many will be able to enjoy all 10 screens, as here at H & D we found it difficult to even master the first.

far from dragging you back to play time and time again as should be the case, this only succeeds in turning you off. ANCO have turned a potential winner into a waste

of time and money, a great pity, and so unlike ANCO. One of their worst ever. Controls: Joystick Only.

Pin Point - The Scores
 Graphics 87%
 Playability 37%
 Addictiveness 43%
 Lastability 45%
 Value For Money 42%
 H & D Rating 43%



I & D PRE-ORDER SCHEME:-

Why waste time and energy visiting your local stockist to see if the games you want have been released yet.
 By using our very popular pre-order scheme you receive delivery to your home all the best games as soon as they become available.
 We ask for a £2.00 deposit per game and you will receive 15% off recommended retail price on EACH game ordered.
 You must pay the balance outstanding within 7 days of receipt.
 Listed below are the GAMES that can be PRE-ORDERED.

TITLE	PUBLISHER	AMS	BBC	C16	C64	S48
	\$128			£4	£128	
CE OF ACES	US GOLD	*				
FTER SHOCK	INTERCEPTOR		*			
VENGER	GREMLIN		*			
ATMAN	OCEAN			*		
AZOOKA BILL	ARCADE				*	
SMARCK	P.S.S.	*		*	*	
OMB JACK	ELITE	*	*			
OMB JACK II	ELITE	*	*	*	*	
AMELOT WARRIORS	ARIOLASOFT	*			*	
LOLO	FIREBIRD			*		
AMPIONSHIP						
RESTLING	US GOLD			*		
SMIC SHOCK						
RSORBER	MARTECH	*		*	*	
YBORG	C.R.L.			*	*	
ANDY	ELEC-DREAM			*		
ANTES INFERNO	BEYOND	*		*	*	
ARK SEPTRE	BEYOND				*	
E-ACTIVATORS	REACTOR	*			*	
OGGY GEEZERS	MEL-HOUSE	*				
URELL BIG 4	DURELL	*		*		
XPLOER	ELEC-DREAM			*		
RELFORD	HEWSON			*		
ST II	MEL-HOUSE	*				
ITURE NIGHT	GREMLIN		*			
HOSTS N GOBLINS	ELITE	*	*			
REAT ESCAPE	OCEAN	*		*		
REEN BERET	IMAGINE		*			
EAVY ON THE						
AGICK	GARGOYLE			*		
ROQUEST	P.S.S.	*		*	*	
PIABALL	ODIN			*	*	
ODROID	BEYOND	*		*	*	

INSPECTOR GADGET
 IKARI WARRIORS
 JUDGE DREDD
 KAT TRAP
 KAYLE IH
 LEADERBOARD
 MAC MAX
 MASTERS OF THE
 UNIVERSE
 MEAN STREAK
 NOSFERATU
 PALITRON
 PAPERBOY

MEL-HOUSE
 ELITE
 MEL-HOUSE
 DESIGN-DES
 US GOLD
 US GOLD
 IMAGINE
 US GOLD
 MIRRORSOFT
 PIRANHA
 THE EDGE
 ELITE

PETER SHILTON
 H/BALL MARADONA
 ROGUE TROOPER
 SCALEXTRIC

GRAND SLAM
 PIRANHA
 LEISURE
 GENIUS

SHADOWY SKIMMER
 SHAO LINS ROAD
 SHOCKAWAY RIDER
 SKY RUNNER
 SNOW QUEEN
 SPACE HARRIER
 SPY V SPY
 (ARTIC-ANTICS)
 SPY V SPY
 (ISLAND CAPER)
 STRIKE FORCE COBRA
 SUPER CYCLE
 SWORD OF THE
 SAMURAI
 TEMPLE OF TERROR
 TERRA CRESTA
 THANATOS
 TOP GUN
 UCHI MATA
 W.A.R.
 WORLD GAMES
 XEVIOUS
 YIE AR KUNG FU II
 1942

THE EDGE
 THE EDGE
 F.T.L.
 CASCADE
 MOSAIC
 ELITE

DATABYTE

DATABYTE
 PIRANHA
 EPYX

US GOLD
 US GOLD
 IMAGINE
 DURELL
 OCEAN
 MARTECH
 MARTECH
 US GOLD
 US GOLD
 IMAGINE
 ELITE

This list is far from comprehensive. Should you wish a tape or disc that does not appear, you can still pre-order it and be entitled to the same conditions as for the software above.

To order see Sales Order Form on Page 35

Game Playing Hints

Aaron Gale supplies the following Pokes:

Exorcist

1. POKE 6864,96: Invincible
2. POKE 16213,234
POKE 16214,234
POKE 16215,234
POKE 16216,234: Infinite lives
3. SYS 4576 to start

Fire Ant

1. POKE 6499, x (where x = number of lives 1-255)
2. POKE 5112,96: remove scorpions
3. SYS 16272 to start

Kung Fu Kid

1. Type LOAD: When Novaload appears press reset/run stop; then type x.
2. Enter these Pokes:
POKE 406,169
POKE 407,255
POKE 408,141
POKE 409,6
POKE 410,43
POKE 411,32
POKE 412,00
POKE 413,32: Infinite lives
3. SYS 320 to start

Monty On The Run

1. Type LOAD: When Novaload appears press reset/run stop; then type x.
2. Enter these Pokes:
POKE 406,169
POKE 407,238
POKE 408,141
POKE 409,52
POKE 410,45
POKE 411,32
POKE 412,180
POKE 413,44: Infinite Lives
3. SYS 320 to start

Power Ball

1. POKE 8621,96: Infinite lives
2. SYS 5751 to start

Prospector Pete

1. POKE 12403,x (where x = number of lives 1-255)
2. SYS 6144 to start

Space Sweep

1. POKE 8358,x (where x = number of lives 1-255)
2. SYS 8192 to start

Vegas Jackpot

1. POKE 8446, (amount of money)
2. SYS 8192 to start

H Hart supplied the following help:

Footballer Of The Year

Transfer Cards

Do not even consider buying one of these until you are at least given a Good rating as a player, otherwise you will have definitely wasted your money.

Incident Cards

Do not go for too many of these cards even though they are cheap. More often than not they will cost you even more money.

Bridgehead

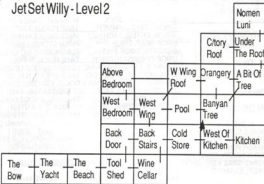
On the screen you will notice some little piles. These are in fact mines and can only be destroyed by grenade. Stand well back and throw.

Beware of Red enemy soldiers as they carry bazookas, and Blue enemy soldiers carry missiles that home in on you, so watch out.



Jet Set Willy II - Level 1 - Compiled by H Hart.

Jet Set Willy - Level 2



Jet Set Willy II

On level 3, leave the object in the Sewer entrance to fast, as once you get this there is no way out. Also on level 3 ignore the Well and Drinking Water screens as they contain no objects.

Donald Middleton supplied the following routine:

Fingers Malone

For 255 lives:

LOAD, then RESET.
Type in CLR, then NEW, then RESET.
Type POWE 10187,0, then RESET.
Type SYS 5783, then RESET.
Then SYS 5786 to start.

J Barnsley supplies the following help:

THE TIME MACHINE.

The Solution.

FROM THE START:-

S, GRAB BUSH, E,N,W,S,N, TAKE GLOVES, NEAR GLOVES, RING BELL, W, SMASH WINDOW, ENTER WINDOW, EXAMINE PAINTING, TAKE KEY, OPEN DRAWER, EXAMINE

DRAWER, TAKE CROWBAR, SHOVEL, ENTER MACHINE, TAKE PISTOL, E, OPEN DOOR, GO DOOR, TAKE FLASHLIGHT, EXAMINE CASSETTE, PLAY CASSETTE, GO MACHINE, REMOVE GLOVES, DROP GLOVES, DROP FLASHLIGHT, EXAMINE BUTTONS, (one is marked (FOR) the other (REV). Press either to pass through time).

PREHISTORIC ZONE.

LEAVE MACHINE (to check that you're in the location described as a 'Hot Fetid Swamp'), ENTER MACHINE, TAKE BISCUITS, TAKE SAIL, TAKE ROPE, TAKE NEEDLE AND THREAD, LEAVE MACHINE, N,N,E, FEED BRONTOSAURUS, GO CAUSEWAY, EXAMINE BOAT, FIX BOAT, GO BOAT, DIG, TAKE PRISM, GO BOAT, W,W,S,S, ENTER MACHINE, INSERT PPISM, DROP SHOVEL, DROP KEY, PRESS (REV) or (FOR).

ON THE BRIG.

LEAVE MACHINE, (check that you've arrived at the desired location), N, TAKE SAIL, TAKE ROPE, S,S, CLIMB RIGGING, TAKE POUCH, D,N, ENTER MACHINE, EXAMINE POUCH, DROP POUCH, TAKE PRISM, INSERT PRISM, DROP SAIL, DROP ROPE, LEAVE MACHINE, E, OPEN DOOR, GO DOOR, W, TAKE BEEF, TAKE BISCUITS, E,E, OPEN CHEST, TAKE HAMMER, W,U,W, ENTER MACHINE, DROP BEEF, DROP BISCUITS, DROP PISTOL, DROP CROWBAR, DROP HAMMER, LEAVE MACHINE, E, GO DOOR, S, TAKE LOG, EXAMINE LOG, (it says 'MAY ELSTE OV 18.1'), TAKE NEEDLE AND THREAD, N,U,W, ENTER MACHINE, DROP LOG, DROP NEEDLE AND THREAD, PRESS (REV) or (FOR).

EGYPTIAN ZONE.

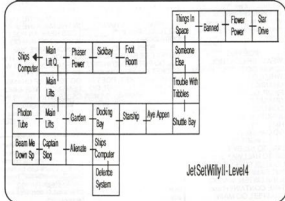
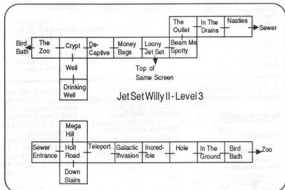
LEAVE MACHINE (to check that you're in a location by a sphinx), ENTER MACHINE, TAKE PISTOL, TAKE FLASHLIGHT, LEAVE MACHINE, EXAMINE STONE, PUSH STONE, LIGHT FLASHLIGHT, GO OPENING, TAKE ROCK, S, PULL LEVER, WEDGE LEVER, TAKE SPEAR, N,N, GO DOOR, EXAMINE STATUE, CLIMB STATUE, TAKE PRISM, D, SHOOT DOG, GO OPENING, S, ENTER MACHINE, INSERT PRISM, DROP PISTOL, UNLIGHT FLASHLIGHT, DROP SPEAR, PRESS (REV) or (FOR).

EGYPTIAN ZONE.

LEAVE MACHINE (to check that you're in the location by a Sphinx), TAKE

FUTURISTIC ZONE.

LEAVE MACHINE,



Jet Set Willy II - Level 4

(to check that you're on a grassy plain), ENTER MACHINE, TAKE CROWBAR, TAKE FLASHLIGHT, TAKE HAMMER, LEAVE MACHINE, PRIZE OPEN METAL PLATE, LIGHT FLASHLIGHT, GO SHAFT, W, SMASH

GENERATOR, E, GO ARCHWAY, TAKE DOCTOR.

FINAL MESSAGE READS:-

"BRILLIANT!!! YOU RESCUED THE DOCTOR!!! CONGRATULATION S-----HERO!!!"

NOTES

1) Ignore the Timewarp and the Police box.
2) Pressing REV or FOR could land you in any one zone, so go outside and check where you are before exploring.

A Taylor contributed the following two solutions

SUSPENDED.

The Solution.

Probably the most interesting battle of wits we have ever come across. The wall next to my desk needs re-plastering and the head on my shoulders needs about forty stitches, but we finally did it, six robots under our control and just to get to the end made our day, so if you're e ready:-

POET GO WEATHER CONTROL, SENSE GO SUPPLY ROOM, WHIZ GO SECONDARY CHANNEL, SENSE TAKE RAMP, GO WEST, TAKE GRASPER, TAKE CONTAINER, GO HALLWAY JUNCTION, WALDO GO HALLWAY JUNCTION, AUDA GO GAMMA REPAIR.

POET SET SECOND DIAL TO 100 BY TURNING, GO TO HALLWAY END, IRIS GO MAIN SUPPLY, SENSE PUT RAMP AT DROP OFF, AUDA LISTEN, WALDO TAKE CONTAINER AND GRASPER, GO MAIN

SUPPLY AND INSTALL GRASPER, TAKE RED AND YELLOW ID, SENSE GO NORTH, TAKE RAMP.

SENSE GO SMALL SUPPLY, WALDO OPEN PANEL, CHANGE ROUGH DEVICE WITH ROUGH OBJECT, CLOSE PANEL, POET IN CAR, now OUT OF CAR, GO BIOLOGY ROOM, WALDO TAKE CHIP BURNED AND FRIED, POET TAKE CAMERA, SENSE PUT RAMP AT HOLDER, GET ON RAMP, TAKE CUTTER, GET OFF RAMP, TAKE RAMP, GO TO SLOPING CORRIDOR.

POET GO TO VEHICLE DEBARKATION, WALDO PUT RED ID IN RED SOCKET and YELLOW ID IN YELLOW SOCKET, POET IN CAR, now OUT OF CAR, GO PRIMARY CHANNEL, SENSE PUT RAMP AT DROP OFF, GO GAMMA REPAIR, WALDO PUSH BUTTON, IRIS TAKE FUSE, WALDO

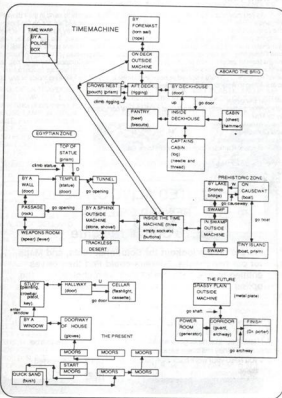
TAKE CABLE, GO TO SECONDARY CHANNEL, IRIS GO MIDDLE SUPPLY, TAKE CABLE, GO MAIN SUPPLY, SENSE EXAMINE OBJECT, TURN FLOW SWITCH, SENSE AND AUDA MOVE FRED, SENSE CUT CABLE WITH CUTTER, POET PLUG IN TV1, AIM AT SIGN, (take a careful note of the code here).

SENSE TAKE CABLE, GO TO PRIMARY CHANNEL, IRIS PUT CABLE IN THE MACHINE, PUT FUSE IN THE MACHINE, A SAD LOSS HERE AS POET DIES, WHIZ GO TO WALDO, TAKE 14 INCH CABLE, and CHANGE THE 9 INCH WITH THE 14 INCH, DRAG WALDO TO THE EAST END, AUDA GO TO SLEEP CHAMBER, SENSE CHANGE 4 INCH CABLE WITH THE 12 INCH CABLE, IRIS HAVE THE LAST WORD and press -CIRCLE, press --CIRCLE. The End.

ZORK 1 SOLUTION

NOTE: A major random factor built into this game is in the form of the Thief. Do NOT attempt to fight him until near

the end of the game, when any treasure he may steal from you during the course of the adventure can be taken back. It is essential, however, that he steals the egg, otherwise its contents will not be revealed.



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We are on the lookout for Solutions, Hints, and Maps for our handbooks. Senders could find themselves entitled to free software of their own choice, with the option of even greater reward for regular contributors.

Please follow these simple rules:

1. Write neatly or if possible type your contribution. It helps if you state which machine they were produced for.
2. Maps should be no larger than A4 size, although larger maps can be separated if they still make sense.
3. If you need your work back then please send a stamped addressed envelope.

Start west of House
W, E, CLIMB TREE, TAKE
EGG, D, N, TAKE LEAVES (reveal Grating), S, DROP
LEAVES, S, E, OPEN
WINDOW, IN, GET SACK,
OPEN SACK, W, GET
SWORD AND LAMP, E,
LIGHT LAMP, U, GET ROPE,
D, DOUSE LAMP, W, DROP
ALL EXCEPT LAMP, PULL
RUG, OPEN TRAPDOOR,
LIGHT LAMP, D, S, E, GET
PAINTING (if still there), N, U,
DOUSE LAMP, W, OPEN
CASE, PUT PAINTING IN
CASE, GET SWORD, EGG
AND ROPE, OPEN
TRAPDOOR, LIGHT LAMP,
D, N, KILL TROLL WITH
SWORD, AGAIN (until fight
ends), GET AXE, E, E, SE, E,
TIE ROPE TO RAILING, D,
DROP AXE (remember where
you left it, in case you later
lose your sword), GET
TORCH, DOUSE LAMP, S,
GET BELL, S, PRAY, E, S, E,
IN, W, DROP BELL AND
SWORD, OPEN TRAPDOOR,
D, N, E, E, SE, E, D, D, D,
OPEN COFFIN, GET
SCEPTRE, U, S, GET
CANDLES, DOUSE
CANDLES, GET BOOK,
PRAY, E, S, E, IN, W, PUT
SCEPTRE IN CASE, DROP
CANDLES EGG AND BOOK,
D, N, E, E, SE, E, D, D, D, GET
COFFIN, U, S, PRAY, E, S, E,
IN, W, PUT COFFIN IN CASE,
GET EGG, D, N, W, W, W, U,
GET KEY AND BAG OF
COINS, N, W, S, E, S, U,
DROP KEY, PUT COINS IN
CASE, D, N, E, E, E, ECHO,
GET PLATINUM BAR, W, W,
W, S, U, PUT PLATINUM BAR
IN CASE.
D, N, E, E, E, U, E, N, GET

MATCHBOOK, N, GET
SCREWDRIVER AND
WRENCH, PUSH YELLOW
BUTTON, S, S, TURN BOLT
WITH WRENCH, DROP
WRENCH, D, GET PLASTIC,
U, W, SW, SW, W, S, U,
DROP SCREWDRIVER
PLASTIC AND
MATCHBOOK, GET
SCEPTRE, E, E, E, D, D, N,
WAVE SCEPTRE, E, E, N, N,
GET SHOVEL, NE, DIG IN
SAND WITH SHOVEL,
AGAIN, AGAIN, AGAIN, GET

MATCHBOOK CAND
AND BOOK, D, N, E, E,
E, D, DROP CANDLE
BELL, GET CANDLES
MATCH, LIGHT CANDLE
WITH MATCH, READ
IN, GET CRYSTAL SH
DOUSE CANDLES, U,
N, N, W, W, S, U, PUT
IN CASE, DROP CRY
BOOK AND MATCHB
GET PLASTIC AND P
GET SACK, GET SCE
PUT SCEPTRE IN SA
N, E, E, E, U, E, D, DR



SCARAB, SW, DROP
SHOVEL, S, S, W, W, GET
POT OF GOLD, SW, U, U, W,
W, E, S, E, IN, W, PUT
SCARAB SCEPTRE AND
POT IN CASE.
D, N, E, E, S, S, RUB
MIRROR, E, D, GET
TRIDENT, S, GET PUMP, S,
GET TRUNK, (if the egg has
not yet been taken by the
thief you may have to return
for one of these items
because your load could be
too heavy), N, N, U, W, N,
RUB MIRROR, N, N, W, S, S,
PUT TRIDENT AND
TRUNK IN CASE.
DROP PUMP, GET BELL

PLASTIC, INFLATE PU
WITH PUMP, GET LA
READ LABEL, GET IN
LAUNCH, WAIT, WAIT
WAIT, WAIT, WAIT, W
WAIT, WAIT, WAIT, W
GET BUOY, E, GET ON
BOAT, OPEN BUOY C
EMERALD, DROP BU
AND LABEL, S, S, WA
SCEPTRE, AGAIN, W,
SW, U, U, NW, W, IN,
PUT EMERALD AND
SCEPTRE IN CASE, D
SACK AND PUMP.
GET GARLIC, D, N, E,
RUB MIRROR, N, W, N,
GET JADE FIGURINE,
D, U, PUT FIGURINE IN

CASE, D, N, E, E, S, S, RUB MIRROR, N, W, N, W, N, E, PUT TORCH IN BASKET, LIGHT LAMP, N, D, GET BRACELET, U, S, GET TORCH, DOUSE LAMP, W, S, E, S, D, U, PUT BRACELET IN CASE, GET SCREWDRIVER, D, N, E, E, S, S, RUB MIRROR, N, W, N, W, N, E, PUT TORCH IN BASKET, LIGHT LAMP, N, D, E, E, NE, SE, SW, D, D, S, GET COAL, N, W, W, S, OPEN LID, PUT COAL IN MACHINE, CLOSE LID, TURN SWITCH WITH SCREWDRIVER, OPEN LID,

GET DIAMOND, N, E, E, U, U, N, E, S, N, U, S, DOUSE LAMP, GET TORCH, W, S, E, S, D, U, PUT DIAMOND IN CASE, DROP SCREWDRIVER AND GARLIC, GET SWORD AND KEY, D, N, W, W, W, U, SW, U, E, U, NE, UNLOCK GRATING WITH KEY, OPEN GRATING, SW, D, E, N, E, S, SE, ULYSSES, E, E, PUT TORCH IN CASE, DROP KEY, LIGHT LAMP, W, W, U, KILL THIEF WITH SWORD, AGAIN AND AGAIN UNTIL FIGHT RESOLVED, TAKE STILETTO EGG AND

CHALICE, D, E, E, DOUSE LAMP, PUT STILETTO AND CHALICE IN CASE, E, E, S, W, E, CLIMB TREE, WIND CANARY FROM EGG, D, GET BRASS BAUBLE, S, E, IN, W, PUT EGG CANARY AND BRASS BAUBLE IN CASE, EXAMINE CASE, GET PARCHMENT MAP, READ MAP, E, E, S, W, SW, LIGHT LAMP, ENTER STONE BARROW, END OF GAME (and the beginning of "Zork II") Score should be 350 with a rank of MASTER ADVENTURER.

Title: FIGHTING WARRIOR

Publisher: Melbourne House

Address: 60, High St., Hampton Wick, Kingston-U-Thames, Surrey, KT1 4DB. R.R.P. 5.95

Game Type: Arcade Combat.

In this game you take on the role of Fighting Warrior, champion of all Egypt. Your aim is to rescue the beautiful Princess. To thwart you in your task are various creatures who you must defeat in battle. All you are armed with is a sword and this is your weapon to face such creatures as big cats? and off course with it being Egypt, Mummies!

The game features left and right scrolling along a desert wasteland. We're not being too unfair when we say that the background scenery is pretty pathetic, we have

never seen such feeble looking pyramids and palm trees. Even the animation of your character and your enemies leaves a lot to be desired and the action is very jerky.

Above the screen there are two energy bars, one for you and the other for your opponent. When one reaches zero it is the end for the unfortunate character.

Melbourne House make some modest claims on the inlay, "Sensational scrolling graphics, animation, excitement, will guarantee many hours of exciting play for the arcade player". We believe they would have done better to keep quiet.

A very poor combat game, and we advise you to steer clear. Controls: Joystick and keyboard. Q=up, Z=down, I=left, P=down, Space=fire.

Fighting Warrior - The

Scores
Graphics 47%
Playability 44%
Addictiveness 41%
Lastability 40%
Value For Money 46%
H & D Rating 45%

C16



Title: CLASSIC SNOOKER
Publisher: ANCO
Address: 4, Westgate House, Spital St., Dartford, Kent. R.R.P.: 5.95
Game Type: Snooker Simulation

This is not the first snooker simulation and no doubt it will not be the last. The game is for one or two players. When playing against

the computer, the computer can play at one of three levels, amateur, novice, or professional.

The table fills up most of the screen and the game is quite easy to play. First you select the ball you want the cue ball to hit at the appropriate angle. You also then have a choice of spin, top, back or side to add more realism to the game. You can select the power of the shot by altering the length of a power bar.

The rules are exactly as for real snooker so the game is very easy to get into. Classic Snooker contains both a C16 and a Plus 4 version. Graphics improve little between the two, but what you do get for the Plus 4 version is the ability to edit play. This means that you can

set the table up exactly as you wish and practice your shots, even to the point of doing trick shots.

Classic Snooker is a reasonable snooker simulation although apart from the Plus 4 edit mode it offers little more than say Steve Davis Snooker that was released some time ago. The movement

steer well clear of playing the computer on the professional level. When we first played, the computer allowed us to break, lulled us into a false sense of security and missed its first shot, and then when it got its next go finished the game with a 133 break. It was pretty depressing and in all fairness even Steve Davis would not have attempted some of the shots the computer did, and did successfully. This makes

playing the professional level a waste of time so in fact you are left with only two levels of computer play, which is sufficient.

This is not an unreasonable addition if you haven't already a snooker game in your collection, otherwise look around for something else. ANCO seem to be consistently pricing their games at £5.95, this continues the trend and is all the better for it.

Controls: Joystick or keyboard. A=left, S=right, =up, /-down, Space=fire.

Classic Snooker



of the balls around the table is fairly smooth but it is sometimes difficult to distinguish the relevant colours, and a good quality T.V. picture will help.

It is a game that is best played by two players, but those playing solo should

Classic Snooker - The Scores
Graphics 58%
Playability 65%
Addictiveness 66%
Lastability 67%
Value For Money 63%
H & D Rating 64%

FORWARD INTO 1987 ?

At great expense we have consulted one of the countries' greatest sages, Old Jeremah Shuffurbum at his stately hovel deep in the wilder parts of the Great Forest of Openshaw whilst some of the more forthcoming predictions have had to be edited out we have put together a précis of the events which will grab the headlines during 1987. If some of these events do tend to have slight discrepancies please do not complain to the Editor since your intrepid reporter was forced to rely Old Jeremah with his favourite staple of Methylated Spirits laced with just a dash of essence of mouse droppings. Fortunately the Old Man insisted on extending his hospitality. The following is therefore derived from my notes which got steadily more illegible the more the interview progressed plus such hazy memories of the whole ghastly night that I was able to recollect after my discharge from hospital.

Warning! Not to be read by those of a nervous disposition!

JANUARY (OK a little late but any of it come true?)

Amstrad, Commodore, Atari and B.C.C. all report record Christmas Sales.

Sales of Games Consoles reach new heights when a man in Buckingham buys one! Ocean announce they have an exciting new sports compilation in production,

but refuse to reveal the exact nature of the game.

In the wilder world Mrs Thatcher calls an early General Election.

FEBRUARY

U.S. Gold announce they have secured exclusive World Rights to produce a game called Rocky at a record price of £1 million.

One week later Ocean reveal that they have bought the rights to Rocky II (for a reported figure of £1.5 million).

Elite then trump the lot with a £2 million deal for Rocky III. Criticism that Software games are becoming too similar is strongly denied by all the leading Software Houses.

The General Election produces an amazing result with a dead heat between Labour, Tories and Alliance. One strange result is that at Luton where all the major party candidates are killed in a mystery fire at an election debate. A Mr John Doe (independent) is elected as the sole surviving candidate.

MARCH

Banks threaten to foreclose on Ocean, U.S. Gold and Elite. All three agree to bring forward their new software releases and the banks agree to hold fire.

As one of her last acts as Prime Minister Mrs Thatcher appoints Sir Clive Sinclair as Managing Director of Austin Rover.

"He has wide experience in producing cost effective and energy efficient cars"

Mr. John Doe becomes Prime Minister leading a coalition Government. The Queen opens Parliament. Her Speech contains one major surprise. Voodoo is to replace the Church of England as the Established Church. Terry Waite agrees to become High Priest.

APRIL

Level 9 announce new Adventure based on Coronation Street "The Hills Are Alive"

First Games Console game hits the shops at just £25. Man in Buckingham says he will wait before buying. "Sales are a bit sluggish" admit Software House.

Amstrad take over ICL for £2 million. Alan Sugar threatens to move all production to the Far East unless suppliers become more competitive. Mr. Doe says the takeover is good for Britain. Mr. Doe dies suddenly. Prince Charles denies that it had anything to do with Prince William sticking a pin into his Teddy Bear.

MAY

Ocean proudly release their new Sports Compilation. The game includes mountaineering, badminton, underwater hockey and synchronised swimming. The game shoots to Number 1 in the charts.

In a surprise move Konami say they have secured the right to produce Donkars A View to a Kill for the Arcades. The value of the Yen falls dramatically.

Mr. Kinnoch becomes Prime Minister since his

name comes earlier in the alphabet than the other party leaders

JUNE

BBC Television in its Micro-Live programme unveils a new game—Jet Set Willie and promise a sequel in two years time.

Cray Computers announce their new micro at just £1 million pounds! complete with free game—The Great Space Race).

Mrs Thatcher changes her name by deed pole to Mrs. A and claims the premiership back.

JULY

Acorn Electronics make takeover bid for Amstrad "We believe we can add some well needed marketing expertise to the company". Alan Sugars reply fails to get into the papers on the grounds that it offends against public decency. In a vain attempt to defeat the takeover Amstrad release their new circular Spectrum in a bid to capture the Summer Frisbee market.

Mr. Kinnoch changes his name to Mr. A and resumes the premiership. Mrs. A appeals to the Sex Discrimination Board.

AUGUST

Alan Sugar joins IBM as President. He condemns the PC1512 as potentially dangerous.

Melbourne House announce a new Art Utility programmed by Rolf Harris— with music! Aborigines protest that this may cause further discrimination.

The Queen refers the constitutional crisis to a

committee of 5 Law Lords. After protests from Mr A two lady judges are elevated to the Lords.

SEPTEMBER

Mastertronic say that they are worried by the new 40p games. "There will always be a place in the market for quality games"

The Ocean sports compilation is withdrawn from the market after the tragic death by drowning of a boy who wore a goldfish bowl on his head while playing synchronised swimming.

After Mrs. A's protest that the Law Lords are still sexually biased the Queen announces that a ballot will shortly be held to decide which Law Lord must undertake a rather personal operation.

OCTOBER

Ocean are forced to call in the Receiver when the boys mother sues the company. "They should never have released such a dangerous game—it was bound to happen sometime".

Just before their demise Ocean release Rocky II. US Gold rename their game Rocky 2.5 and release it one week later.

Both games flop! Sylvester Stallone denies he is going to run for President in 1988. The New York Times makes him a dear favourite. US Gold and Ocean's Receiver ship their games to the States. They are a huge success!

All the Law Lords resign. Despite all attempts the Lord Chancellor is unable to find anybody to accept the honour of becoming a Law Lord. Luckily Boy Georges offer is lost in the post.

NOVEMBER

Melbourne House deny that the sudden resignation of all their creative staff has anything to do with Rolf Harris.

The new Cray computer hits the shops. Retailers protest at the Companies requirement that retailers should always hold one in stock for display purposes. Banks announce a huge increase in overdrafts for Computer shops.

In a surprise State Visit Mr. Gorbachov visits U.K. Mrs Gorbachov denies that her purchase of 10 Cray computers at Harrods represents a threat to the West's security. "The children want a computer for Christmas, and we just love The Great Space Race"

DECEMBER

Second Games Console game is released. The man in Buckingham buys the game. Games Console producers predict their best Christmas ever. Crash and Zzap produce their Christmas Specials—500 pages for just 35 each.

Sylvester Stallone agrees to run for President. Shops report a huge demand for personal nuclear shelters.

The Queen dissolves parliament and refuses to hold another election. Value of the pound soars to record levels.

The Stock Exchange releases its computers with Commodore 64's and promises to update the system with disk drives in the New Year.

Your reporter wakes up after a most painful dream in time to see Bobby Ewing leaving the shower!



Gold Run game out in time for Xmas. Well they did and we now have a look at it.

It is a one player game only and the aim is to answer a series of general knowledge questions with two or three word answers and make a path across the 5 x 4 matrix of hexagons. During the game a question may

be chosen by pressing the first letter of the two or three word clue. The question is written across the screen and you can interrupt by pressing a key. A clock on the screen times the game and you have just 3 minutes to go from gold to gold. The program allows for misspelling and allows you to have another go. The best times are displayed at the end of each round.

Watchers of Blockbusters need no introduction to this game although Macsen must be questioned in that perhaps the simulation should have contained both the elements in the first place. Gold Run in our opinion is not as good as Blockbusters as it is far more limited. It is a one player game only which loses a little of the competitive edge its predecessor had. Also it appears to have a far more limited database of questions, although the many hundreds should give you a few hours of enjoyment.

Both this and its predecessor must lose out on lastability. It is doubtful whether there will be any question packs released in the future and so the games do have a limited life. If you have Blockbusters then this is a worthwhile addition although the £7.95 price tag is a little over the top.

Controls: Keyboard only

Gold Run - The Scores
 Graphics 61%
 Playability 88%
 Lastability 68%
 Addictiveness 70%
 Value For Money 65%
 H & D Rating 71%

There are one or two man to man combat games available at the moment but it is doubtful whether any can come up to the pedigree of this Gremlin game. You enter the world of the Avenger as he battles the forces of evil in defence of his faith and

protection of the weak. As a baby you were left in the care of the monks on the mystical island of Tranquil Dreams. The monks worship the God Kwon and they live only to help others resist the evil that infests the world. Najishi the most powerful of the monks

became your foster father and was your mentor in the ways of Kwon. He trains you to become a Ninja, and to prove you are worthy you must defeat 3 of your masters adversaries. Both you and your enemy have levels of endurance and inner force. If your inner force reaches zero then you will fail. If you defeat the enemy Kwon has the power to increase your force for the next battle. The game is made up of three parts and you can either play the whole game or practice any of the three types of combat.

Unarmed Combat, has you wandering the land fighting various adversaries. You have at your disposal 16 possible moves, from just going left and right to various kicks and punches. Once you have defeated all your enemies it is on to the Pole fighting. In this you are perched on a slippery pole and on this you have to battle it out with more opponents who are perhaps more sure footed than yourself, once again you have 16 possible moves which include a subtle overhead bash, then it's onto the final challenge, Samurai Sword fighting. Here you must battle it out in the Grand Temple against even stronger opponents, ending finally the master himself. A further 16 moves are available as you aim to earn the right to be called Ninja. Speaker of Wisdom, Protector of the Weak, One Most Powerful.

This is without doubt the best combat game yet produced on the C16/Plus 4.

You need time to master all the moves and you quickly learn which are the most appropriate for the differing opponents. One battle can certainly take a great deal of time, and it is not just a matter of hammering away. To defeat an opponent, you need

to time your attacks and more importantly know when to retreat. The three styles of play add to the lastability of the game, and you are well advised to practice on each scenario before committing yourself to the whole game.

The style of play will not appeal to everyone and if you prefer a game with a little more thought and a little less arcade skill then this may not

THE WAY OF THE TIGER



be the one. An excellent package at a reasonable price.
 Controls: Joystick only.

Way Of The Tiger - The Scores
 Graphics 82%
 Playability 81%
 Addictiveness 78%
 Lastability 85%
 Value For Money 82%
 H & D Rating 83%



Title: Way of the Tiger
 Publisher: Gremlin
 Address: Alpha House, 10, Carver St., Sheffield, S1 4RF.
 R.R.P.: 6.95
 Game Type: Arcade Combat

**This issue
guest reviewer
Percy Vere takes
a look at two
recent football
releases:**

This month I've decided to have a look at sport, in particular FOOTBALL. Two games released recently, 'Footballer of the Year' and 'League Challenge'. Both have the same basic structure but there are differences, the price being the most obvious. The difference is approximately £4.00 and I am curious to find out whether this is a justifiable

extra cash outlay for the average punter like myself.

League challenge, to its credit, is more of a strategy based game on the lines of Football Manager. You are in control of a club. You can buy or sell players, select the team for the game and even sack the manager (well everybody else does). If you are fortunate enough to finish in the top three in the league a code is dispatched and using this you are allowed up a division. I'm not giving too much away because I have also reviewed the game, this exercise is merely to support or not support the starting price between the games. I found this game interesting although the displaying of the

league table after every match (yeah I know it's important) did get on my nerves slightly. Never the less the game is worth the £2.99.

Footballer of the year is based on individual talent rather than team play. You drive the game from the icons found on the main screen. Your aim is to impress and gain the 'Ultimate' award in football. During your trials and tribulations other managers may bid for you, and you may even play for England. Perhaps the icons (Plus 4 version only) do deserve a higher asking price, but for four pounds wouldn't you rather buy a banana? (mind you it would have to be a big one).

Title: FOOTBALLER OF THE YEAR
Publisher: Gremlin
Address: Gremlin Graphics Software Ltd., Alpha house, 10, Carver street, Sheffield S1 4FS.
R.R.P.: £6.95
Game type: Sport / Strategy

Footballer of the year. A game for the more patient people. You are a 17 year old just starting your career as a professional footballer, you have a small amount of cash and 10 'goal' cards to your name. Your aim is to become the 'Footballer of the Year'. After the initial openings where you input your name and select the level of play, you are faced with a menu screen laced with

icons. (The C16 version is menu driven only, although all the same classification is below apply). There are seven icons and they can be described as follows:-

- 1) **GLOBE** When selected, this will give out information as to you league position,



H & D Software Sales

We stock all the latest in game releases and can offer a 12.5% discount on R.R.P. Below is a sample of just some of this month's big name releases.

Blockbusters Gold Run by Macsen 3.50p 7.95 Our Price 6.95

The follow up to the very popular Blockbuster program. Make your way across the board, Gold to Gold, solving the two or three letter clues. Compete with your friends to produce the best times in this excellent sequel.

Bounder/Planet Search by Gremlin 3.50p 6.95 Our Price 6.05

Gremlin produce this excellent value for money two game compilation. Bounder has you in control of a bouncing tennis ball that you must control along set courses, and Planet Search is a classic Shoot 'em Up. Individually they are good value for money, together they are excellent.

Future Shock by Tynesoft 3.50p 7.95 Our Price 6.95

Your chance to do a good deed for your maker as you control a small creature called Glob around various caverns in his attempt to re-assemble the 16 pieces of the scroll of human evolution. Arcade action mixed with puzzle solving make this one of Tynesoft's most original releases to date.

Jet Set Willy II by Tynesoft 3.50p 7.95 Our Price 6.95

The Willy saga continues and in this Willy unfortunately ends up with a few more rooms to his mansion. Maria isn't very happy and Willy sets out to roam his 80 room plus mansion to stop Maria's nagging. A classic Arcade Adventure with a maze of rooms to explore and many objects to collect.

Kingsize Volume 1 & 2 by Robtek 3.50p 12.95 Our Price 11.30

Unbelievable value for money on this Double cassette pack that contains an amazing 100 games. OK they are not all state of the art but hidden within it are some excellent programs of every type. A must for all ages and definitely a compilation that shouldn't be missed.

The Way Of The Tiger by Gremlin 3.50p 6.95 Our Price 6.05

Without question this is the best combat game released to date. Wander the land of Orb in your quest to become a Ninja. Battle it out with adversaries of differing skills and strengths. Fight hand to hand, with Poles, or with the deadly Samurai sword to defeat your opponents. A brilliant Gremlin conversion.

There are many more games that we are unable to mention. We stock or can get hold of almost any commercial software tape or disc, so don't worry about the fact that we may not mention it, fill in the form with your requirement and send it off.

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C16/Plus 4 Software Tapes Special Offers.

The following list of tapes are on special offer from H & D. They are used but are still of very good quality. A limited number of each tape only is available, so order early to avoid disappointment.

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Bomb Jack	Elite	7.95	5.95
C16/Plus 4 Classics III	Gremlin	9.95	7.95
Ghosts N' Goblins	Elite	7.95	5.95
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International Karate	System 3	6.95	4.95
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The following older tapes are at even greater price reductions:

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team morale and goals to date.

2) HEAD

Your salary and rating as a player.

3) SCROLL

Very useful 'Transfer' cards are kept here. You must buy them and the prices vary from division to division. Whilst holding a transfer card you stand the chance of being spotted by a scout from a bigger club and you may be on your way to the big time if your rating as a player is up to the required standard.

4) INCIDENT CARDS

Port luck cards really, very cheap, but the outcome can be good or bad. An example being: I was not having to good a time so I bought one hoping to raise some extra funds. I was told I was getting married and I ended up paying for the reception! So be careful here.

5) FOOTBALL BOOT

Probably the best loon. You are allowed to compete in a game or games, cup matches and internationals (if

selected). Your judgement must be at a premium here. First off you are given the option of buying more 'Goal' cards. Let me explain, a goal card can be used when playing in matches. You do not have to use them if you do not want to, for example a situation where you have only 1 goal card and you have a bread and butter league match to play AND a cup match. The choice is yours. Now a goal is not an automatic goal for you or your side. If a goal card is played you are allowed an option of whether to kick left or right. The computer will inform you whether you have scored or whether the keeper has saved your shot. This lead to an interesting response on occasion from the computer. The computer asks if you want to shoot left or right. Answer, Right. The computer retorts, "You kick right", "You head the ball into the net"?????

6&7) SAVE OR FINISH

They are depicted by a tape deck and an injured footballer, they speak for themselves really. You can save a game where you are

and when reloading start where you left off, or simply finish.

I found the game to be fairly monotonous and the choice of kicking right or left disappointing. Other versions had an arcade sequence where you control the ball and try to shoot it into the net. We can understand why Gremlin were perhaps unable to include this option with the C16 version but why not in the Plus 4 version, very disappointing. As for the starting price, well 'LEAGUE CHALLENGE' that's another game I looked at recently, retailed at £2.99 and apart from the icons and the left or right option the same basic rules apply. On the whole the game is acceptable but perhaps it would be best to let the price depreciate a little.

Footballer Of The Year - The Scores

Graphics 58%
Playability 78%
Lastability 61%
Addictiveness 62%
Value for Money 59%
H & D Rating 62%

Title: LEAGUE CHALLENGE

Publisher: Atlantis
Address: Atlantis software Ltd., 28 Station road, London SE25 5AG
R.R.P.: £2.99
Game type: Sport / Strategy

What a day to start this review, United and City have both lost (heads down lads). I don't really want to do it but 50p is a lot of money these days and the boss has paid up.

The first good thing to notice about this game is the number of rules. I don't like

to read '5 million' rules before you start games I tend to jump in feet first, yes I come a cropper because of it but there's no point in pretending is there. You first select your team or if you prefer type in the team of your choice. Well now to find out what life is like being in control of a team, you

read a lot about football managers, in love with their chairman one week and then divorced the next, lets see if we last the course.

You must select the team to play the first match. You are given a list of players, some are fitter than others and other players may have more skill. So you choose your team accordingly. Next a tactical screen appears, you merely have to state what type of game your team wish to play ie, a CLEAN game with no dirty tricks or a DIRTY game where anything can happen. There are more than two choices, and depending on where you are in the league usually decides which tactic to choose. Now then, the teams are side by side on the screen it shows your defence, midfield and attack as percentages against that of your rivals, before commencing the game you may go and re-select your team thus juggling players around to gain the upper hand in certain areas of play eventually you arrive at what you think is your best team then the match begins.

The match is played by the computer and it displays the action in teletext format, a bit boring really, finally you win, lose or draw. From time to time players come up on the transfer market and you may purchase them, you can also sell some of your own players and even yes, sack The Manager. You also look after the financial side of the club and need to balance your books

LEAGUE CHALLENGE



ATLANTIS

occasionally but you are allowed to be up to £250,000 in the red. The other 'boring' part of the game for me was the league table. This was displayed after every game and it took quite a while or at least it seemed to.

The skill of the game is in team selection and shuffling, rest players and their fitness returns, do not have too big a squad as if a good player appears on the market you may miss your chance to buy him. On the other hand too little a squad could mean only playing with 10 men if players get injured.

Unless you are a new

owner it is likely that you own either The Boss or Football Manager. League Challenge is basically a rip off, of both these games but at £2.99 appears to be a bargain for those without a football strategy game. Football Manager remains the best. This is a clone, but a good clone, and cheaper.

League Challenge - The Scores
Graphics n/a
Playability 70%
Lastability 71%
Addictiveness 69%
Value for Money 82%
H & D Rating 73%

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1338 - THE SAGA CONTINUES!

We continue our tale of the simple folk who work at 1338:

With the festivities of Christmas now behind us we can begin to tell the tale of how things have been progressing at 1338. Firstly we must tell of a sad loss to our staff. Gobbie, the pet turkey, made a Fatal error. As you may know just a couple of days before Christmas, Gobbie disappeared, and 'low' deeds were suspected indeed the Greater Manchester Police were called in but bluntly told the staff not to be so pathetic and threatened to fine them for wasting the police's time so near their office party where James Anderson promised to be Father Christmas with his little elf helper John Stalker. In actual fact Gobbie had been holed up in the local parish church after claiming sanctuary. Gobbie then made his triumphant return on New Years Eve, to the joy of the entire staff. Unfortunately Mr. H. also arrived back from Monte Carlo on the same day, and after having missed his traditional Christmas dinner slung Gobbie into the back of his C5 and had him for New Years Day main course. A memorial service is to be held at the parish church in February.

Mr. H soon settled back into the routines and at

first thought that the new members of staff were customers but after a few days of bumping into the same faces he began to ask questions. At first he was horrified and couldn't believe how Mr. D. could do this to him but then realising that the pittance that was being paid to them was less than the cost of his daily expenditure on cigars, he was somewhat mollified, although it required Mr. D.'s assurance that they would get value for money.

For a few days it was even possible for Mr. D. to hide the existence of the new machinery which had been brought to bring H & D at least into the 19th Century. But eventually a growing curiosity as to the meaning of strange overheard phrases such as "the network is not talking", and "the hard disk has been corrupted" finally brought him down from his plush executive office. His appearance at the door of the main office was a bit like El Cid (no not the gas one the other one), as he stood there with the light shining on his bald head. He hobbled in and faced Mr. D. who had quickly tried to cover up the new equipment. A violent row erupted, the whole office was stunned. The younger members of staff explaining just what each of the colourful phrases meant to the increasingly shocked older members. Mr. D. knowing Mr. H. of old had cleverly secured a watertight contract with the suppliers which prevented any possibility of the return of the

equipment. It was actually said that Mr. H. was heard weeping on his way back upstairs, but no-one can be sure.

Nothing was heard from Mr. H. and eventually when he had refused his coffee and rich tea biscuit Mr. D. had a brainwave (a strange occurrence in itself). One of the units was sent up to Mr. H.'s office, at first Mr. H. scowled at it, then he shouted at it, but finally he played with it. Mr. D. was made to reflect on his decision as a constant flow of inferior art-work had been passed down which Mr. D. has promised to feature in the new Handbooks. Although this has meant the production of two versions of each handbook, one for publication, and one which Mr. H. believes is the real one, Mr. D. believes that the deception has been worthwhile if only for the fact that the Mr. H. book must have a certain rarity value. An art critic when consulted has compared the art-work to a primitive mixture of Picasso and Salvadoré Dali, or more succinctly by Mr. D. as a "load of @@\$€".

Joe in the meantime has proved invaluable. Whilst most of the staff have floundered with the new equipment, Joe has impressed everyone with his vast knowledge of computer jargon. This has not actually made anything work, but it is always comforting to know that someone knows the correct words to use. When the rest of the staff begin to

understand just what he's talking about we are sure that progress will be made.

The secret of young Carls handbag has finally been revealed. It actually contains a Walkman stereo system, which allows him to indulge in a constant dirge of so called music, and retain his vacant expression, whilst allowing the rest of the staff to slumber in peace until the arrival of Mr. D. stirs them into some form of activity.

Liz in the meantime just gets on with her work, and what used to take days now takes hours (thanks to the new make up kit her Mum bought her for Christmas). Liz has apparently introduced what she calls a system. Papers that would be found after a few hours of searching are now put into something called a folder, and now no-one can find them. This has done much to improve the tidiness of the offices, but has again caused murmurs among the staff about a woman's place being in the home. Just before

Christmas Mr. D. announced that he was going down to London to an exhibition. This turned out to be the annual staff outing. After much head scratching over maps, London was located (its actual south of Manchester). Everyone was put on an intensive course of study. Eastender video's were brought in and after many hours most felt that they had mastered the language difficulty. The usual greeting of "tw-doo chuck" was replaced by "watcha

mate". The great day finally arrived and after checking that everyone had their passports they set off. Slowly the dark satanic mills were left behind and they came across green fields. The mini that was especially hired to carry the throng was stopped while photographs were taken of some strange creatures, later identified as cows. After an arduous journey London and the South beckoned. The large signs on the M1 which read "Keep your Distance" did not frighten off these hardened Northerners, and they continued on their way. After a while they found their way to their Hotel The White House, sadly whilst the place was full of Americans, the President was away presumably flogging arms to Iran over in Petticoat lane. Most of the night was spent in the bar although the strange custom of drinking out of flower vases instead of pint pots was a little confusing.

The next day the team all trudged along to the exhibition blaming the hangovers on the vases as they could not tell how much they had had to drink. The language courses appeared to pay off and the natives were quite friendly although Mr. D. was still a little wary in case anyone slipped back into their Northern twang which might offend. Fortunately the rest of the day passed without incident (it would have been nice to see one handbook). One strange occurrence was that by accident a Mr. H. book was

left on the table and a smug scrutiny looking man bough. Not believing his luck Mr. H. grabbed the money offered and the little man scurried away into the crowds. At the end of the night the party clambered back into the mini to the delight of Joe who had drawn the short straw and was allowed to ride in the boot. It was good to get back home to the warmth and security of 1338.

Next Issue:

Will Gobbie come back to haunt Mr. H. Will Mr. H. get value for money from his staff.

Will the network start talking. Will Mr. H.'s art work improve.

Will Joe make the new equipment work or will his ignorance be revealed.

Is there intelligence behind Carls expression.

Why did Liz's Mum buy her the make up kit.

What is the secret of the disappearing files.

Who was the same dark stranger who scurried off with the wrong handbook.

Will things ever be the same at 1338 after the visit to the bright lights of London.

These questions and more will be answered in the next thrilling instalment of Life at 1338.

The C16/Plus 4 Handbook, What Next?

Sorry for the delay in this publication, and we do hope the wait has been worthwhile. Future issues will follow to recognised dead-lines. You may know that in total we produce 6 handbooks of which this rates fourth as far as sales, although this is the only handbook that is produced bi-monthly. The Adventurers Handbook is our best selling handbook and this publication, is now £1.50, is properly printed, and not photo-copied, and contains 80 pages. This handbook has some way yet to go to warrant the printing costs, and even this 40 page handbook is actually a loss maker for us. We aim long term to go monthly although the limited number of new game releases and contributions make this unlikely at the moment. Style and content are our problem, but we welcome any constructive comments to improve it. Where you can help is on content. This issue we have tried to give a wider scope to the magazine without losing the central core of information vital to game players, and we believe contributions from such as A. Gale, H. Hart etc. help achieve this aim, but we ask you to help guide us in the future, we have our own ideas, but it is up to you to make your thoughts known, and we believe that unlike any other computer magazine you will actually feel involved. Remember comments on any aspect of the magazine will be welcomed, and please don't worry about upsetting us. Thank-you for your support, time and patience.

Subscription Rates.

The C16/Plus 4 Handbook is available at 3, 6 and 12 issue rates. All include P/P to your home.

3 issues £2.75
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Back Issues of the Handbook are still available at £1 each, or all 7 for only £6.

The C16/Plus 4 Handbook No. 9 will be available from 16th April 1987.